Loti HEAT Goals, Objectives, & Suggested Resources

This institute is designed to help you acquire the knowledge and skills necessary to transform your school system into a 21st Century or Digital-age learning environment based on the skills, concepts, and themes articulated by the Partnership for the 21st Century. Digital-age learning focuses on the tenets of H.E.A.T. (**Higher order thinking processes, Engaged learning, Authenticity, and Technology use**) to support inquiry based learning, authentic problem-solving, and standards-driven instruction.

Goals

Four overall goals of the institute are: (1) to increase student academic growth by

focusing on Digital-age instruction and assessment strategies within a standards driven curriculum, (2) to promote higher levels of teacher innovation modeled at the operational curriculum level, (3) to provide a data-driven approach to professional development planning at the building/district levels, and (4) to implement a model of continuous improvement system-wide.

Objectives

This institute will assist you in developing the following objectives:

1. Ability to conduct clinical observations of classroom practices based on the Level of Teacher Innovation (LoTi) Framework and the principles of H.E.A.T.
2. Ability to diagnose a school system’s “teaching innovation” profile and prescribe appropriate professional development interventions.
3. Ability to develop a system-wide action plan targeting improved student academic progress based on the principles of Digital-age teaching and learning.
4. Ability to implement the Five-Step Classroom Walkthrough with H.E.A.T. Model

Suggested Resource Materials:

• Cherry, D. and Spiegel, J. (2006). *Leadership, myth, & metaphor: Finding*

*common ground to guide effective school change.* Thousand Oaks, CA: Corwin

Press.

• Kohl, H. (1995). *“I won’t learn from you”: And other thoughts on creative*

*maladjustment.* New York, NY: New Press.

• Lewis, B., Espeland, P., and Pernu, C. (1998). *The Kid’s Guide to Social Action:*

*How to Solve the Social Problems You Choose – And Turn Creative Thinking into*

*Positive Action.* Minneapolis, MN: Free Spirit Publishing, Inc.

• Marzano, R., Pickering, D., and Pollock, J. (2001). *What Works in Schools:*

*Translating Research into Action.* Alexandria, VA: ASCD.

• Moersch, C. (2002). *Beyond Hardware: Using Existing Technology to Promote*

*Higher-Level Thinking.* Eugene, OR: International Society for Technology in

Education.

• Partnership for 21st Century Skills. (2004). *Framework for 21st Century Learning.*

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